

DRAGONSEED

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the endless tunnels of enlandin



by S. Ballard Poag

The Endless Tunnels of Enlandin

An old school adventure for 5-8 low-level characters.

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Introduction

This adventure was originally designed using the 1978 edition Dungeons and Dragons rules. Users are invited to convert and use the adventure with whatever rules systems they prefer. One of the problems with designing adventures for older editions of Dungeons and Dragons is that there is great variation in rule sets. For example, the statistics for monsters listed in the original 1974 edition are not necessarily always the same as the statistics for monsters listed in the 1978 edition. To alleviate this problem, I have simply stated what monsters are suggested for each location and given some hit points and treasure as well as a few suggestions for arms and tactics. Individual dungeon masters can use whatever rule set they like after having made appropriate adjustments.

The Endless Tunnels of Enlandin was probably the third or fourth dungeon adventure I designed for "Basic" D&D. My friends and I played the circa 1978 edition of the game with the blue cover until the Advanced D&D rules (now termed "1E") became available. Even after we abandoned Basic D&D in favor of Advanced D&D in 1979 or so, I remained nostalgic for the open-ended simplicity and ease of play of basic D&D. The Endless Tunnels of Enlandin was my "best" Basic D&D adventure.

A few words of warning to adventure connoisseurs: This is a simple, open-ended dungeon that conforms to the basic D&D stereotype of what a "starter" dungeon should be. It does not involve complicated plot twists or deep character development.

I've revised and improved a few things in the dungeon; any players who might remember their adventures in the Tunnels of Enlandin from over twenty years ago may be pleased to discover that their characters have left many marks on the adventure.

About the Dungeon

The Tunnels of Enlandin was originally the "first" adventure for player characters in my world of Tellus, but you may set the dungeon in any world you wish. On Tellus, the ruins of Castle

Enlandin are on a rocky outcropping about eight miles south of the village of Nibblott in the Eastern part of the Kingdom of Eord. Adventurers were normally based in Nibblott and had only a few hours walk to reach the ruins and the entrance to the dungeon.

Nibblott is a prosperous farming and trading community of about 1,500 humans. There are three inns, several trading posts, an alchemist, horse traders, armorers, etc. in town. Everything on the basic equipment list is available for sale at normal prices in Nibblott. Elf travelers from the Northwood (about 30 miles north of Nibblott) and Dwarves from the Gray Mountains (more than 50 miles to the north) can be found in town. A small settlement of halflings live just to the south of the town.

I usually started the adventure by telling the players that one of their characters had inherited a scroll containing a crude map to the location of the dungeon and details of the legend of the tunnels of Enlandin.

The Legend of the Tunnels of Enlandin

Hundreds and hundreds of years ago, the Mage of Enlandin built a dungeon complex beneath his castle to protect all of his treasures and to serve as a last defense. The army of a neighboring country attacked, pounding the walls with catapults and blasting his defenses with spells. The Mage and his faithful companions fled into the dungeon as the castle collapsed. Believing the Mage of Enlandin to be buried with his treasures, the attacking Lord ordered his men to dig through the rubble. Before they could finish the excavation, news came of an invading army of orcs to the North. The Lord, vowing to return, rode north to fight the orcs. The orcs caught his army in a narrow pass and slaughtered them to the last man.

Weeds grew over the ruins and people forgot about the Mage of Enlandin and the dungeons. A few years ago, a scroll was found that showed the location of the entrance to the tunnels of Enlandin. An enterprising group of

dwarves dug out the entrance and entered the dungeons; they were never heard from again. Since that time, dozens of adventurers have tried their luck in the tunnels of Enlandin. Most never came back, though a few returned with fabulous treasures.

DMs Note: A party should have about 6-8 combined character levels to attempt this adventure and even then, it might be a little tough.

Starting the Adventure

The former castle of the Mage of Enlandin is a complete ruin and a map of the remains of the upper levels has not been provided. Adventurers may spend a great deal of time poking around the crumbled walls of the former castle, but they will not find any treasure. Although the ruins are much overgrown with vines and bushes, the characters will still be able to note that many of the stones appear to have been scorched and shattered, as if by great force. The predominance of weeds, moss,

bushes and trees, however, indicates that this destruction took place long ago. In the center of the shattered pile of rubble the adventurers will find the signs of recent excavation; a stone archway and stairs lead down into the darkness.

DMs Option: If any adventurers search near the entrance, they might find a written message scratched onto a rock. It is in Dwarven and is dated two years previous. It says, *"Hugo, Worn and I grew tired of waiting so we have gone ahead and started to explore the tunnels. Yesterday I found quite a bit of gold and Rudli found some fine gemstones. You better hurry up, you slowpoke, or there will be no treasure left for you! Dante."*

If the adventurers examine the area around the entrance or have any tracking skill, they will find some faint human-sized and smaller footprints of creatures wearing sandals and shoes (orcs) as well as a large number of smaller creatures with bare feet and sharp, pointed nails (kobolds). The ground is hard and few tracks can be found.

Dungeon Key: Level 1

Wandering Monsters

(1 in 6 chance every three turns)

1	Kobolds	3-12
2	Orcs	2-7
3	Giant ticks	1-3
4	Skeletons or Zombies	1-6 or 1-4
5	Stirges	2-5
6	Carrion Crawler	1
7	Orcs	2-7
8-9	Giant Rats	2-12
10	Gelatinous Cube	1

1. Entry: The entrance is a rough archway in the side of a pile of rubble, much overgrown. Stairs lead down into absolute darkness. An ancient statue of a warrior with shield and sword stands at bottom of the stairs. When the last step is stepped on, the warrior will loudly say, "Who dares enter the dungeons of Enlandin?" This is a

permanent *Magic Mouth* spell, triggered every time someone enters unless they step over the last step. This alerts the Kobold guards at 2.

2. Secret Room: The open doorway to this room is covered by an illusion so that it looks like a plain wall. From inside the room, however, the occupants can see out. The six kobolds (hp 2) hiding in the room will wait if they hear the alarm from location 1. Each kobold has a tiny sword and tiny short bow and arrows (each does 1d4 damage). When intruders pass by, the Kobolds will pelt them with arrows through the illusion wall while their fellows from room 3 mount a frontal attack. If the alarm is not sounded, the Kobolds will simply be squatting in the dark eating rat on a stick. They have no treasure.

3. Kobold Room: Eight kobolds (hp 2) and a kobold leader (hp 6; +1 attack and damage) sit around a small fire in the middle of the room. Six large rats cook over the fire. They have 12

ragged piles of straw as beds. A small wooden chest contains 252 cp, 98 sp and 15 ep. The leader has the key to the chest. The smoke escapes out a hole in the ceiling.



4. Large Room: This room is 50 foot square and the ceiling is 40 feet high. The very pale body of a dead elf is in the middle of the room, dressed in chain mail with a sword and longbow. Only two arrows are left in his quiver. Two giant ticks (hp 15, 12) are clinging to the ceiling above and will drop for a surprise attack.

5. Tunnel to outside: Once you find and open the secret door at location 5, you can smell fresh air and see a small spot of light at the end of the tunnel. The rough tunnel goes along almost 200 feet and exits through a 4x4 hole in the weeds and bushes in a small ravine east of the ruins. The outer entrance was once hidden by a secret door that has long since fallen in.

6. Trap: This round room has a sculpture of a grim reaper in the middle, facing whatever door is entered. A headless skeleton dressed in

rotted leather armor lies on the floor. A skull, a rusted sword and an old sack with 150 sp spilling out are near it. When characters pass by or move 10 feet into the room, the sculpture will spin, swinging his scythe in a circle around the room. Only elves and humans are tall enough to be hit. The trap strikes as a 3 HD monster for 2d6 damage. A roll of 20 (or if the sculpture causes enough damage to kill) indicates the victim has been decapitated.

7. Trap: Covered pit trap in the floor -- drops players into water on Level 2. See room 24 on Level 2.

8. Orc Room: Five orcs (hp 8, 7, 5, 3, 2) with short bows and short curved swords will be hiding in the dark at the opposite end of the room from the end that the PCs enter. When PCs enter, the orcs will fire arrows out of the darkness. Due to the vast size of the room, if the PCs are bearing torches or other light sources, they will be unable to see the orcs. The orcs rely on their infravision and will be able to see the PCs whether the PCs bear torches or not.

9. Empty: Four empty chests sit in one corner. The locks have been smashed and the contents removed long ago.

10. Storage: Filled with barrels and boxes, all of which contain water, wine, old dried meat, etc. Most of the food is spoiled and the wine turned to vinegar long ago. One crate contains six flasks of lamp oil.

11. Empty

12. Zombie Room: Three zombies (hp 12, 10, 7) come out of the darkness and attack. No treasure. Secret door leads to a hallway built on a very slight incline (only a dwarf could have a chance of noticing). It slopes down to Level 2.

13. Carrion Crawler Room: In the center of the room two carrion crawlers (hp 16, 12) are about to eat a paralyzed halfling who was prying at a stone chest with a pry bar. A lit lantern is on the floor beside the halfling.

The halfling will be paralyzed for three turns after PCs defeat the crawlers. His name is Opi; he will offer the treasure in the chest and ask to

join the party for an equal share of future treasure. His alignment is Neutral. Opi is brave and cooperative and will be grateful to his rescuers but will not allow them to take advantage of him. If the players wrong him, he will slip away to seek his revenge later, possibly gathering other NPCs to help him.

The chest is locked and contains the skeleton of a rat, 6000 dusty coppers and 1000 electrum coins.

Opi the Halfling: Level 2 Fighter, Str 15, Int 10, Wis 9, Con 15, Dex 15, Cha 11, Mv 90' (30'), HD 2 (hp 11), AC 4; 1 attack, 1d6+1 damage; alignment neutral. Opi wears chain mail, has a short sword, short bow, 12 arrows, two silver daggers, backpack, iron pry bar, rope, sack, lantern, three oil flasks, a waterskin and a pouch with 47 gp.

14. Empty

15. Trap: A sculpture of a grinning gnome with a crossbow stands in the middle of the room. All the doors have springs built into the hinges and will close after someone passes through. You

can enter without getting hurt, but if someone opens a door from inside the room, the gnome will spin and fire a crossbow bolt at the person opening the door (strikes as 3 HD monster, 1d8+1 damage). If you close the door and open it again, the gnome will fire again. If you press his nose, the gnome will not fire but every time a door opens and shuts, the trap resets itself.

16. Orc Gambling Room: Six orcs (hp 8, 6, 4, 4, 2, 1) are drinking ale and arguing loudly over a game of dice in the middle of the room. Two torches light the room. There are 37 sp and 68 gp on the table that the orcs are gambling over. The room is furnished with a round table, a pair of dice and several stools, a keg of ale and some ale cups.

17. Orc Barracks: The room is lit by torches. A large wooden chest sits 20 feet beyond the door. Six orcs (hp 12, 8, 6, 6, 2) are around the corner, behind a curtain, talking quietly. The orc with the most hit points is the leader. He wears chain mail and gets +1 to hit with his sword, doing 1d8 damage on a hit.



The room has 24 rough cots and 12 piles of sleeping straw. The chest is locked and trapped with an alarm bell. If anyone tries to open it, the bell rings and the orcs come running. The chest contains 1,000 sp and 660 gp.

18. Ooze room: The door stands open. A half dissolved dead human lies in the middle of the room, his outstretched hand pointing at the secret door in the north wall. A gray ooze (hp 16) feeds on the remains. To the north is a secret door to the secret chamber (18a).

18a. Secret chamber: There are 12 stone jars standing against the far wall. A gray ooze (hp 12) is seeping down the east wall. The jars contain treasure as follows:

1. 1,000 gp
2. Poison gas! (10' diameter, save or die), **Mace +1**
3. 1,000 sp
4. Three bottles of **Potions of Strength, Diminution, Healing**
5. Empty
6. Old bones
7. Honey mixed with spices with a **Ring of Weakness** at the bottom
8. 1,000 gp
9. Wine
10. Empty
11. Poison gas! (10' diameter, save or die), Three **scrolls** (clerical: *Cure Light Wounds, Remove Curse, Cure Disease*)
12. Three necklaces of gold with gems (worth 500 gp each)

19. Web Room: The ceilings and walls are covered in webs. A human skeleton hangs trussed up in webs at the far end of the chamber. Coins are scattered around on the floor (16 gp and 12 sp total). No monsters.

20. Stairs and trap: Stairs lead down to Level 2. A warrior in full armor is carved in full relief on the north wall, a rusty but real flail grasped in his stone fist. When the section of floor at the top of the stairs is walked on, the arm of the carving will move slightly and the flail will jingle but the trap is long broken (this will not be obvious to the players).

21. Kobold Room: Four kobolds (hp 4, 3, 1, 1) are standing on top of a table firing tiny kobold-sized short bows at 12 giant rats (hp 2) that are running around on the floor. Two rats, pegged with arrows, lie dead. The room is lit by a couple of torches and furnished with six stools. Ale cups and food are on the table. The rats are famished and will attack anyone they see.

22. Large Empty Room: Six skeletons (hp 4) with rusty spears will attack anyone who enters the room.

23. Wizard's Workroom: The north door is locked. The room is lit by numerous candles and furnished with a pair of worktables, some stools, a chair, shelves and various other pieces of laboratory equipment. Human bones are piled all around the edges of the room. An evil thaumaturgist (4th Level magic-user) and his bodyguard are here. The mage is reading a scroll and the fighter stands beside the mage's chair with a sword in his hand.

Thaumaturgist: Level 4 Magic-user, AC 8, hp 9; alignment chaotic; dagger, **Wand of Magic Missiles** (39 charges); Spells: *Read Magic, Charm Person, Sleep, Protection from Good, Wizard Lock and Web*.

Fighter: Level 2, hp 12, AC 5 (chain mail); **+1 magic sword** and +1 attack due to Str; 1 attack (sword) for 1d8+2 damage.

If the pair see intruders, the mage will shout and six skeletons will rise from the bones around the edges of the room and attack (hp 4). The fighter (under a *charm* spell) will also attack. The mage will grab his spell book off the table, cast *sleep* or *web* and any other spell if appropriate, perhaps fire off a few *magic missiles* and try to escape out the opposite door. If possible, he will head for room 25 and *teleport* downstairs.

On the tables are a lot of beakers, alembics, retorts, etc., as well as a collection of skulls on a shelf ranging in size from pixie (very small) to ogre (very large). A **Potion of Healing** is hidden inside the ogre skull. A pile of papers and scrolls on a table includes a *remove curse* **scroll**. A leather bag contains 250 gp. There are 12 small bottles on the table. If anyone tastes, roll 1d6 and the substance is poisonous on a 1-2. None of them are magic potions.

There are also 12 books on the tables, none are magical or useful. They deal with arcane knowledge, herbal remedies, a history of magic, a history of religion, etc., and are worth 20-70 gp each. A book about weather prediction has a folded up **scroll** of *Detect Magic* stuck in it.

The thaumaturgist's spell book (which he will take with him) contains *Read Magic*, *Charm Person*, *Sleep*, *Detect Magic*, *Light*, *Protection from Good/Evil*, *Detect Good/Evil*, *Web*, and *Wizard Lock* spells.

24. Empty

25. Teleport Room: There is a warning of death scrawled in orcish on the outside of the door. Inside, the north end of the room is filled with piled boxes, barrels and chests, all being empty. The door will automatically close after players enter the room. Characters will be teleported to room 25 on Level 2 as soon as the door is closed but they will not know it until they leave that room.

Dungeon Key: Level 2

Wandering Monsters

(2 in 6 chance every **three** turns)

1	Orcs	2-12
2	Ghouls	1-4
3	Giant ticks	1-3
4	Skeletons or Zombies	2-12 2-8
5	Stirges	2-7
6	Giant rats	2-12
7	Troglodytes	2-7
8	Orcs	2-12
9	Ghouls	1-4
10	Gelatinous Cube	1

1. Empty

2. Ghoul Room: Four snarling ghouls (hp 8, 9, 6, 11) are tearing at the remains of a human body. No treasure.

3. Coffin Room: This room has a single coffin in the middle of it. The coffin contains a zombie (hp 9) wrapped in old ragged bandages that will attack whomever opens the coffin with his fist (1d8 hp damage). It is hoped the players will think this is a mummy.

4. Orc Room: The room is lit by dim torches. 12 orcs (hp 6) are torturing a small gnome. If the gnome is rescued, he will die in three rounds but will tell adventurers "great treasure and danger can be found in the room of the painted walls..." On the floor is a belt with a small pouch containing three gems worth 50 gp each.

5. Secret Room: This room has the entrance to the sloping hall that leads up to Level 1. The skeleton of a dwarf fighter with a broken leg, dressed in rusted plate mail, is here. In silver runes on his helmet is written the name, "Worn VII." Clutched in his bony hands is a **+1 battleaxe** and a scroll upon which is scrawled "beware the dragon." As the body is being investigated, a large spider (hp 7) will fall down from above and attack the person closest to the corpse.

6. Spider Statue Room: A 3-foot tall pedestal in the middle of this room has a small gold statue of a spider upon it with red gems for eyes. If anyone touches it, it becomes a huge spider (hp 13). If the spider kills anyone or is killed, it crawls back up on the pillar and becomes a gold statue again. If the sculpture is touched again, it happens all over again. *Remove curse* or *dispel magic* will turn it into an ordinary statue worth 3,500 gp.

7. Empty

8. Troglodyte Temple: The place is lit by a weird crackling fire that burns in a stone bowl in the middle of the room. Four troglodytes (hp 9) bow before a stone sculpture of a lizard with two large green gems for eyes (worth 500 gp). One of the trogs is about to slit an unconscious, female human's throat with a glowing magic **Dagger +2**.

Three rounds after the party attacks the troglodytes, three more troglodytes will enter and join the fight.

If rescued, the female will offer to join the party, if given weapons. Her name is Aniria (Cleric, Level 2, hp 5; Str 14 Int 12 Wis 16 Con 8 Dex 11 Cha 16; alignment: lawful; one *Cure Light Wounds* spell). Aniria will be grateful to her rescuers and seek to aid them if they are basically good aligned. If the party engages in evil acts, Aniria will at first object and if they persist she will either abandon the party or seek to have them arrested.

9. Secret Room: There is a covered pit trap inside the locked door to room 8. The pit trap is 10 feet deep. Anyone falling in will be hit by 1-4 iron spikes for 1-4 hp each (each attacks as a 2 HD monster) in addition to the 1-6 hp for falling. A lever on the north wall shuts the trap "off", if pulled down.

The room is furnished with a bed, a stool and a locked chest. Under the bed is a pair of slippers and an empty chamber pot. The chest is trapped with a poison pin in the lock. The chest contains a few robes, some tall pointed hats, blankets, a bag of 300 gp and an ivory comb worth 50 gp.

The bedroom belongs to the thaumaturgist from room 23 on Level 1. If he is chased from that room on Level 1, he will be here. If anyone enters by the door, he will cast a few spells, use his wand and flee out the secret door.



10. Rotating Room: The room has a 3' diameter fire burning in the center. From the outside, this room appears to have four doors. From the inside, it appears to have 1 exit. From within, the whole place radiates magic. As soon as characters enter the room, the door they entered will close and disappear and the players will see another similar door behind the fire, across the room. As they walk towards the door, the walls will appear to rotate so that the door moves away from them. The only way to get to the door is walk right through the fire (it is a permanent illusion and will not hurt anyone). In order to get the door to let them out in the compass direction they want to go, players must start from the opposite end of the room (i.e., in order to go North, they must walk through the fire from the South).

11. Empty

12. Gargoyle Room: A gargoyle squats on a pillar in the center of the room, facing the north entrance (hp 19). He will be as still as a statue

until anyone enters, then he will attack. If entry is by the secret door in the west wall he will not attack as long as the party remains south of the pillar.

13. Room of the Archer: An evil elf named Nestorius stands in the darkness at the north end of the room.

Nestorius: level 3 fighter, hp 13, AC 4 (+2 Dex), total of +5 to hit with bow due to magic and Dex, if he uses a magic arrow, +3 if he uses a regular arrow; the archer has a **short bow +1, leather armor +1, 12 +2 arrows**, 12 regular arrows, a **Ring of Invisibility** on a chain around his neck and a sword and dagger on his belt. He also has **Elven Boots** that give him a 100% chance to move silently. Nestorius has a gold belt buckle with gems worth 100 gp and 15 pp in his pocket. His sword and dagger are of fine workmanship and inlaid with gold and gems. The sword is worth 1,000 gp and the dagger, 500 gp.

If characters enter by the south door, he will fire 1 or 2 arrows and slip on the ring, then stand in the corner and watch them. He will follow them and annoy them with sniper fire, always firing from 60 feet away when possible.

Nestorius will enjoy playing cat and mouse with the party. He will fire an arrow from a distance, turn invisible and hide, wait until the characters think he is gone and repeat the action. He will not take foolish risks and will always leave himself a way to escape. If he begins to run low on arrows or the party seems likely to discover him, he will use his **Ring of Invisibility** and **Elven Boots** to sneak away.

14. Room of Death: The door is ajar. With nasty, rending sounds 4 ghouls (hp 12, 11, 9, 14) devour the corpse of a human. The only treasure is an ordinary iron sword.

15. Pit trap: If the false door on the wall is opened, the pit trap drops characters 20' down to Level three. The trap then closes and resets itself.

16. Zombie Room: Five zombies (hp 9, 12, 7, 5, 8) lurk in the shadows and will shuffle out to

attack any who enter. A secret door in the south wall gives access to Level 3.

17. Chamber of the Evil Image: Two torches burn in sconces on the west wall. Two shadows will attack anyone who enters (hp 9, 12). A curtain is drawn back to reveal a demonic face painted onto the west wall. Anyone entering the room must save versus spell or run with fear from the room and be unable to attempt to return for a full turn (at which time they save at -2). The secret door to room 18 has a poison needle trap on the trigger.

18. Wight's Room: A wight will attack anyone who enters the room (hp 13).

A bow, a quiver of arrows and a sword with a fancy jeweled scabbard and hilt hang on the wall above three iron chests. The bow is a **+1 longbow** and the 18 arrows are all **+1**. The sword is **-1 cursed**.

Three locked iron chests, each trapped with a poison gas and a poison needle trap in the lock, are against the wall. The first two chests contain 3000 gp each. The third chest contains a magical sword and a magical helmet.

The helmet is made of black steel and silver and will give +1 to AC and saving throws and grant infravision to the wearer, as well as prevent them from ever being surprised when they wear it. However, if they put it on, they must save versus spell, without the bonus from the helmet, or have their alignment secretly changed to chaotic. If they make the save, the helmet will inflict 1-3 hp of damage per round until they take it off.

The sword is plain iron in a red leather sheath. It is **+1, +3 versus dragons**. If the user puts his hand on the hilt, it will throb and pulse when a dragon is within 100 feet.

19. Ramp: This is the tunnel that slopes up to room 12 on Level 1. Four ghouls are traveling along the ramp (hp 6, 8, 12, 10).

20. Empty room: There is a pit in the floor. Someone has hammered a spike into the floor and tied a rope to it that leads down into the pit. The pit leads to room 15 on Level 3.



21. Large Cavern: Inside the door, the floor slopes down and you hear rushing water from the north. There is a long tunnel to the west, 300 feet or more long. It eventually exits to the outside into a wooded ravine. Vines and bushes shield the entrance from sight.

The pit in the floor slopes down to the northeast, like a ramp. A slight reddish glow can be seen from below. One can scuttle down the side, but there is a lot of loose debris, so that each character must roll his Dex or less on a d20 or start a small rock fall that is 50% likely to awaken the dragon below.

The underground river flows fast and is 12 feet deep. Anyone entering who fails to roll his Str or less on a d20 will be swept away to the northwest and drowned and lost forever. Characters with a lot of gear or armor will sink and need to shed their gear immediately (losing it forever). Anything held in the hands is 50% likely to be dropped and also lost to the current.

22. Cave: The underground river here is a continuation of the flow in location 21. Anyone entering the water needs to make the same ability check and suffers the same consequences on failure, but will be swept away to the west to 21 and 23. They may make

the roll again in rooms 21 and 23 to prevent being drowned and lost forever.

23. Dark Cavern: A rotted old chest stands against the north wall surrounded by the skeletons of three long-dead humans. Beside one of the humans is a rusty short sword. The chest contains a sack of 500 gp, a moldy red cloak and a **Wand of Secret Doors and Trap Detection** (78 charges). The wand is also enchanted with a *light* spell on the tip, illuminating on command.

24. Cave: The pit trap from 27 on Level 1 will drop characters in the water at X. The river here transports unfortunate souls west, to point "A", where they are afforded another opportunity to save themselves. Str rolls may be made again in 22 and yet again in 21 and 23. All characteristics of this swift moving channel remain the same throughout all the caves in which it is exposed. Refer to location 21.

25. One Way Teleport: Those who enter room 25 on Level 1 will end up here. The room will be empty. Note that the teleport magic from Level 1 to Level 2 is one way only. Players may enter this room as many times as they like but will never be transported back to Level 1.

26. Orc Parlor: Four elite orcs (hp 8 each, Ac 4 (chain mail + shield) attack with swords (1-8) with a +1 attack and damage bonus due to size and strength) are in here, arguing in Orcish about how to divide a treasure of 58 gp that sits on a table. There are chairs, a few torches and a barrel of ale, cups, etc.

27. Troglodyte Barracks: Six troglodytes (hp 11, 9, 7, 6, 6, 3) are sleeping in piles of stinky straw in the center of the room.

28. Empty

29. Illusion Room: This room contains the *Phantasmal Force* illusion of a charging hydra, complete with sound. No matter which door the party enters, the hydra will charge at them with a roar, snapping its jaws.

30. Secret Hall: A gelatinous cube (hp 20) is trapped here. Inside the cube are 150 gp, a sword and a **Potion of Healing** in a glass bottle.

Dungeon Key: Level 3

Wandering Monsters

(2 in 3 chance every three turns)

1	Orcs	4-24
2	Zombies	2-8
3	Bugbears	2-8
4	Ogres	1-4
5	Wights	1-3
6	Doppelgangers	1-4
7	Grey Ooze	1
8	Harpies	1-4
9	Wererats	1-4
10	Ochre Jelly	1

1. Cave: This is a rough-walled cave with numerous stalactites. A slight reddish glow can be seen from below. The rugged floor slopes down to the northeast, like a ramp. There is a lot of loose debris. Each character must roll his Dex or less on a d20 or start a small rock fall that is 50% likely to awaken the dragon below.

2. Dragon's Cave: This is a large cavern with stalactites hanging from the ceiling. In the center of the cavern is a crater. Escaping natural gas burns with a reddish glow that lights the entire cavern. On a three foot high ledge in the north part of the cavern, a large red dragon, named Nuridorix, sleeps curled around a pile of treasure. The charred remains of three dwarves, with ruined armor and weapons, lie at the edge of his ledge. Near the remains of one dwarves is an intact **+2 mace**.

Nuridorix: Red Dragon; AC 2, HD 11 (hp 66); 3 attacks for 1-6, 1-6, 2-24 or breath for 66 hp damage in a 90 by 30 foot cone.

His treasure includes 13,000 cp, 18,000 sp, 6,000 gp, 46 gems, a **Potion of Gaseous Form** and of **Delusion**, a scroll of **Protection from Lycanthropes** and a scroll of **Cone of Cold**, a **Rope of Climbing**, a **Ring of Protection +1**, a **-2 cursed sword** and a **+1 shield**. Twenty of the gems are worth 10 gp, 12 of them are worth 50 gp, eight of them are worth 100 gp and six of them are worth 500 gp.

4. Side Cavern: This side cavern has a large, deep pool of cold water in it. A huge boulder plugs the entrance to the east. On it, carved in Dwarven runes, is the inscription, "In memory of Legral Thorn, slayer of orcs and goblins." For every three points of strength over 30 that can be applied to moving the stone, give a 1 in 6 chance that the characters can move the stone, but no more than three persons can push on it at a time.

5. Tomb Room: The room is inhabited by a pair of wights, set here to guard the tomb (hp 12, 15). In the center is a large stone sarcophagus with a heavy stone lid engraved with Dwarven runes that say, "Legral Thorn, scourge of Goblin-kind." Inside is the skeleton of a dwarf dressed in **+1 chain mail** grasping a huge **+2 axe** in his bony hands. The axe is so large and heavy it inflicts 1d10+4 damage with every successful hit but requires two hands to wield properly. A person with a Str of 18 can wield it normally; a Str of 16-17 imposes a -1 to hit due to the size and weight of the weapon and a Str of 13-15 yields a -2. Anyone with a Str of 12 to 9 suffers -3 to hit. Anyone with a strength of 8 to 7 gets a -4 to hit. Those with a strength of 6 or less can hardly lift it off the floor and will be unable to fight with the magic axe.

6. Empty

7. Ochre Jelly: The south door hangs off of its hinges and the wood appears to be partially dissolved. Inside the room, an Ochre Jelly (hp 21) is finishing off a group of humans. The partially digested body of a one, dressed in plate mail with a mace, lies near the east door. A gold chalice worth 500 gp lies beside the body. As characters enter the room, the jelly will envelope a terrified man dressed in leather armor in the northwest corner. All that might be found of him later is his short sword, a dagger and two gems worth 100 gp each. A man dressed in robes stands in the center of the room, holding a burning torch in one hand and casting a *Magic Missile* at the creature. If players enter the room he will cry for help. If they refuse to help, the magic-user will attempt to flee the jelly.

The mage's name is Blodgett Derode: he is a 3rd Level Magic-user; Str 9, Int 17, Wis 12, Con 9, Dex 12, Cha 9; hp 6, alignment neutral. He has a dagger, **scrolls of sleep**, **detect magic x3** and **hold portal** tucked in a pocket of his robe as well as 2 vials of **holy water**, 2 flasks of oil, 4 torches, 50 foot of rope in a backpack and 35 gp in a pouch. His spell book contains *Charm Person*, *Detect Magic*, *Enlargements*, *Hold Portal*, *Light*, *Magic Missile*, *Read languages*, *Read Magic*, *Floating Disc*, *Continual Light*, *ESP*, *Knock*, *Web* and *Wizard Lock*. His current spells are *Magic Missile*, *Charm Person* and *Web*. Blodgett will gladly join any party that saves him from the jelly.

8. Rat Cave: This room can only be reached by a narrow tunnel, three foot in diameter. Characters larger than a halfling will have to crawl (no shield or two handed weapon can be used and a -1 on attacks).

In the cave are two wererats (hp 12, 16). If attacked, one of them will blow a silver whistle that will summon 2-12 giant rats in 2-5 rounds. The wererats have a nest with a bag of 300 gp, 300 sp and a silver scroll tube with *Remove Curse*, *Cure Disease* x3 and **Protection from Lycanthropes** scrolls in it. The silver tube alone is worth 100 gp. Each wererat wears a silver ring engraved with a crowned rat's head (worth 50 gp). The rings are passes for entry into a secret society of wererats. The DM can incorporate this into his campaign at a future date or substitute some other treasure instead).

9. Tunnel Room: This room is empty. Narrow tunnels are dug into the walls (see 8, above).

10. Rat Room: Eight giant rats (2 hp) are in the room gnawing on some bones.

11. Empty

12. Rat Room: Twelve giant rats (3 hp) will attack whoever enters the room. If half their number are killed, the rest will flee. The room has the remains of some old boxes and barrels in it, but nothing of value.

13. Bugbear Lair: Five bugbears are arguing over a bag of 150 gp. The bugbears are armed with morningstars and battle axes (hp 14, 11, 16,

9, 12). The room is furnished with a dozen untidy piles of straw and skins. A barrel filled with water is pushed in front of the hole in the wall, concealing it. A silver dagger worth 30 gp is on the floor under the barrel.

14. Aerie Room: Three harpies (hp 15, 18, 13) rest on ledges 15 feet up (the room has a 20' tall ceiling). Each harpy wears a necklace worth 100-400 gp.

15. Pit Room: This room provides access to room 20 on Level 2. A square hole in the middle of the ceiling, leading to a 15' shaft, has a long rope hanging down. The ceiling is about 15 feet high.

16. Banquet Room: There is a long table with two dozen chairs around it. Plates, bowls and two silver candlesticks (worth 100 gp) are on the table, all layered in dust. Rotting tapestries that depict hunting scenes are on the wall. If anyone touches the table or anything on it, a wight (hp 18) will materialize and attack that person. There is only one wight.

17. Empty

18. Haunted Room: When anyone enters the room, an insubstantial ghost-form will materialize and fly at them, arms outstretched, shrieking. The apparition is harmless and will appear each time.

19. Pit Trap: Player characters caught by the pit trap on Level 2 in location 15 will fall here. They will take only 1d6 dmg due to the large pile of soft earth under the trap door.

20. Bugbears: Four bugbears (hp 13, 15, 9, 12) armed with longswords are here, hiding around the corner to ambush whomever walks past (surprise on a 1-4). They have no treasure other than their weapons.

21. Evil Cleric's Room: An evil 5th level cleric will be in here with his two acolytes and two zombie guards. At the sound of any trouble in the temple, they will rush out in 2 rounds.

Cleric: Level 5, AC 2, hp 19; plate mail, **snake staff** and **ring of protection +1**; spells: *Cause Light Wounds*, *Darkness*, *Silence 15-foot Radius*,

Hold Person. He wears a gold and ruby necklace worth 1,000 gp adorned with a large chunk of amber carved into the likeness of the god of the temple (worth 100 gp but most merchants will refuse to buy it -- gain 500 XP for destroying it). He has a key to the doors and a key to the chests in his pocket.

2 Acolytes: Level 1, AC 5, hp 6, 6; each wears chain mail under his robes and carries a staff. Each has a copper holy symbol similar to the priest's (gain 50 XP for destroying these).

2 zombies (hp 14, 8).

There is a table and 4 chairs, a silver wine carafe and 4 cups (cups worth 50 gp each and wine carafe worth 150 gp). A lit lantern sits on the table. A locked chest trapped with a poison pin lock contains 600 gp, a jeweled **+1 dagger**, 4 flasks of oil, a tinderbox and 7 scrolls of writings of this demon worship cult. An unlocked chest contains robes and vestments

and 12 vials of holy water and 12 vials of unholy water (gain 200 XP for destroying evil items).

22. Evil Temple: The room is lit by a weird green light that seems to come out of the walls and pillars. 10-foot diameter pillars, 20 feet tall, carved with runes and leering faces, support the ceiling. At the far end of the room is a small altar, a 20-foot tall sculpture of a bull headed man with tentacles in place of horns and a gong. Some silvery and gold objects are on the altar and the eyes of the sculpture appear to be made from large gems.

After players advance within 40 feet of the altar, six zombies (hp 5, 12, 7, 6, 11, 9) will step out from behind the pillars and attack. Good clerics will get a -2 on their turn attempts for these zombies due to the temple's influence. One of the zombies will beat the gong with his fists for 3 rounds (alerting 21 and 23) before he attacks.



The eyes of the statue are large gems worth 1,000 gp each, but climbing up to them will be a problem. Each gem is trapped with an electrical trap that will inflict 2-12 points damage when touched (save vs. death ray for half damage).

On the altar is a gold chalice encrusted with blood, a silver knife and a silver bowl. The knife and bowl are ordinary (knife is worth 50 gp, the bowl is worth 100 gp) -- the chalice will cause 2-8 hp damage to anyone other than an evil cleric of the cult who touches it. Lawful characters gain 500 XP for destroying the chalice.

23. Worshipper's Room: Twelve worshipers of the demon lord, dressed in ragged robes and armed only with daggers, are in this room. Each is a normal man with AC 9 and 1-6 hp. They have no treasure.

They are fanatics and will fight to the death. At the sound of any trouble in temple, they will rush out to defend their god to the death.

The room contains 3 dozen cots and chamber pots.

24. Empty

25. Priest's Room: This room is furnished as a luxurious bedroom, with carpets, wall hangings and a soft bed. On the table a brass lantern that contains a *Continual Light* spell sheds a soft golden light. A locked chest (poison pin trap in lock) holds robes, an ordinary iron mace and 6 scrolls (2x cure light wounds, 2x remove curse, 2x cure disease).

On the table with 4 chairs is an ebony and silver box (worth 250 gp) that contains 18 pieces of magical candy. The candy will "seem" to heal 2-8 hp for every piece eaten; in reality it will do nothing.

26. Gnome Guard Room: This room has a small table with a candle on it and 4 evil gnomes, with crossbow and short swords, sit around it playing cards and drinking ale. 134 sp and 76 gp are on the table.

Gnomes: AC 5 (chain mail), hp 6, 4, 2, 7; armed with crossbows and short swords.

A chain hangs from the ceiling -- if pulled, it rings a bell in the Ogre's room (room 27) and he arrives in 4 rounds.

If PCs enter, the gnomes will ask for the password (it is "Nibble"). If PCs don't know it, the gnomes will say, "That's all right -- come on in and have some ale -- but leave your weapons in the hall..." If the PCs comply, the gnomes will demand they surrender. If the PCs fight, the gnomes ring the bell and attack. Anyone who surrenders will end up being sacrificed on the altar in room 22.

The room also has 4 small beds, each with a small chest under it, a barrel of ale, a barrel of water and some cups. The chests contain gnome clothes, extra crossbow bolts and 3d6 gp each.

27. Ogre's Room: An Ogre (hp 19) squats on a bearskin chewing a bone. There is a pile of human parts --- including a few skulls -- in one corner and a rotting human hand has a **ring of fire resistance** on one finger.

A locked chest is trapped so if it is opened without moving it, a block of stone will fall from the ceiling (attacks as a 3 HD monster and inflicts 2-8 hp). The key is under the bearskin. The ogre moves the chest before he opens it. The chest contains some bones, 400 gp and a gem worth 100 gp. A large iron bell hangs from the ceiling.

28. Guard Room: 12 skeletons stand against the east wall, facing west (hp 3). Each has a short bow, 12 arrows and a shorts word. They will attack anyone who enters the room.

29. Mage's Room: This room contains a 9th Level mage, four zombies, two 2nd level guards and a 3rd level fighter. If the elf, Nestorius, from room 13 on Level 2 is still alive, he will be here as well.

The mage will be seated on a throne-like chair conferring with the higher-level fighters. The guards stand behind the chair and the zombies flank the door. The room is lit by torches and



furnished with wall hangings, chairs and a table. A curtain in the back hides a luxurious bedroom.

Astrugon: 9th Level Magic-user; AC4 (+1 Dex, **+3 ring of protection, displacer cloak**), **wand of cold** (34 charges), HP 18. Astrugon has a magical spell book that will shrink to tiny size when in his pocket. A copper medallion he wears gives him **infravision**. He has the key to his iron chest in his pocket. His spells are as follows.

Level	Spells
1	protection from good, hold portal, magic missile, charm person, shield, sleep, detect magic, read magic, ventriloquism
2	mirror image, web, detect invisible, knock, continual light, magic mouth
3	lightning bolt, haste, hold person, water breathing, infravision
4	polymorph self, confusion, remove curse
5	teleport, animate dead, growth of animal

(Note: Spells in bold are currently memorized; spells not in bold are in his spell book but not currently memorized.)

3rd level fighter; AC 2 (**+1 plate mail**), hp 19; **+1 two-handed sword**, +2 hit and damage due to

Str. He wears a gold ring with a ruby worth 350 gp and has 22 pp in his pocket.

Two 2nd level fighters; AC 4 (chain mail and shield); 12, 14 hp; armed with swords and daggers. Each has 3-18 gp in his pockets.

Nestorius: See Level 2, Room 13 for his stats.

The table has a gold ewer of wine (worth 550 gp) and six silver cups (worth 50 gp each).

In the back, behind the curtain, is an enormous 4 poster bed, a bathtub, a small table upon which is a large copper bottle with an ivory stopper, a large iron chest, a large iron candelabra with 4 purple candles lit by *Continual Light* spells (4 silver thimbles, worth 10 sp each, hanging from ribbons tied to the candles can be used to cover the wicks to darken the room), a chair, a wooden chest and a small wooden shelf of books.
















The copper bottle is magical, and will pour out up to 100 gallons of hot or cold clean water per day, on command.

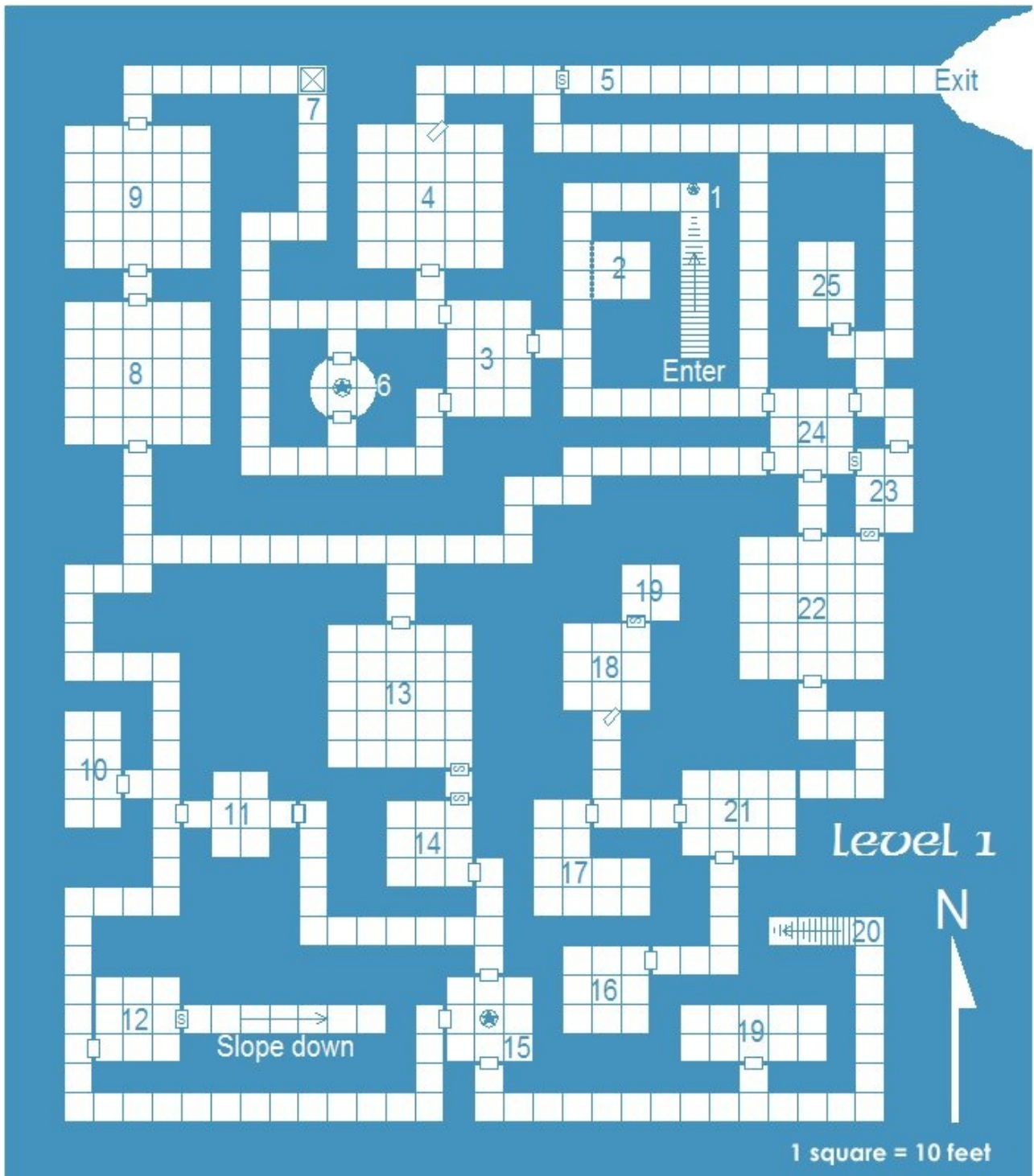
The iron chest is fastened to the floor and is engraved with snakes. It is locked and trapped. Every attempt to open the chest will result in a snake (AC 7, 3 hp, 1 attack for 1-2 damage + poison) materializing on top of the chest and attacking whomever touched it. If killed, the snake disappears. One snake will materialize each time the chest is bothered. The chest contains boots, shoes, robes, pointy wizard hats, a **bag of holding** that contains 5,000 gp, a pouch containing four gems worth 100 gp and two gems worth 500 gp, a **rod of cancellation**, two **healing potions** and **scrolls of detect magic, fireball** and **fly**.

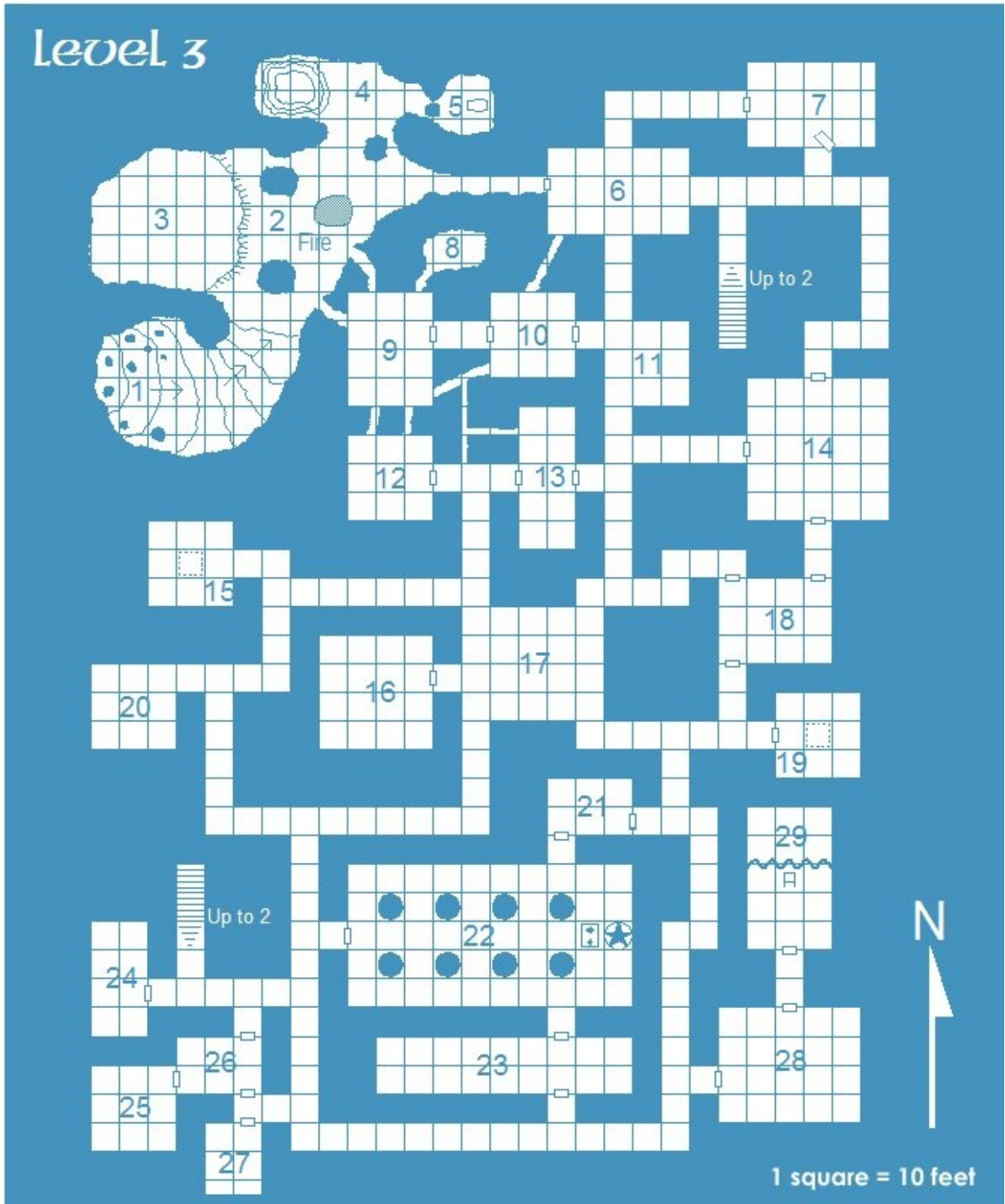
The wooden chest is unlocked and contains only towels and blankets.

There are 12 books and a scroll on the shelf. The books are works on history, the history of magic, weather prediction, the moon, herbal remedies, astronomy, etc., and these books are worth 20-120 gp each. The scroll is a **curse scroll** -- anyone reading it must make a saving throw vs. spells or have his Str reduced to 3.

enLandin - map key

	Door		Illusionary Wall
	Open Door		Coffin / Sarcophagus
	Secret Door		Open Pit
	Locked Door		Hole in Ceiling
	Stairs		Statue
	Pit Trap		Pillar
	Altar		Curtain
	Throne		





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